

The Evening World's WEEK-END TRICKS AND PUZZLES

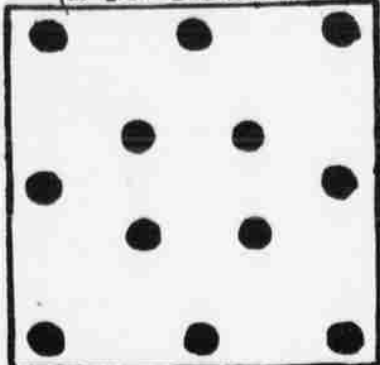
Clip Out; Paste on Cardboard or Heavy Paper and Save With Others for Binding in a Book

Not So Easy.

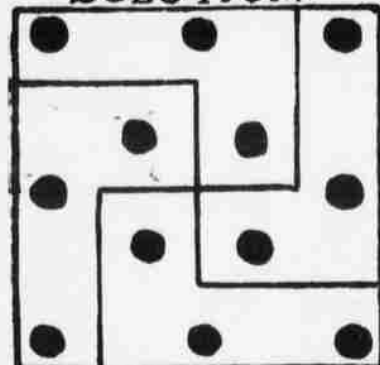
YOU may try this puzzle (if you don't first look at the answer diagram) by marking with pencil on the upper drawing. Later you can mark a square piece of paper according to the diagram and hand it, with a pair of scissors, to some friend and let him try it.

The square represents a square piece of paper upon which twelve

PROBLEM

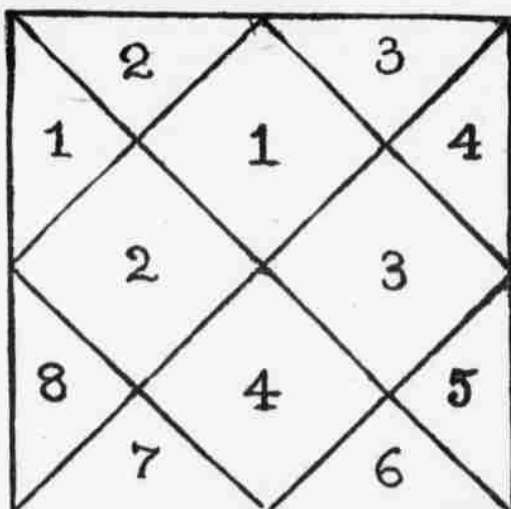
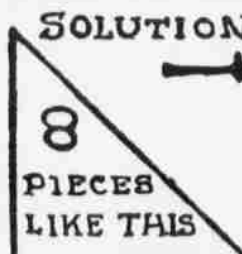


SOLUTION



Small circles have been drawn. It is necessary, in order to solve the puzzle, to cut the square into four parts, all of the same size. Each part must contain three of the little circles. The lower diagram shows just how the square should be cut.

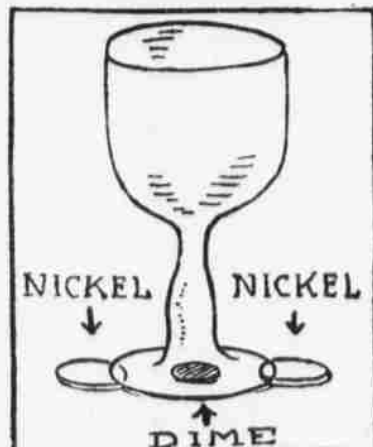
The Square Puzzle.



THIS puzzle, which can be made in a few minutes, will provide considerable entertainment for your puzzle-loving friends. You will

The Bewitched Dime.

TWO nickels, a dime, a wineglass (if you can find one nowadays) and the "know-how." Arrange them on the table as in the illustration. The dime is directly under the stem of the glass.



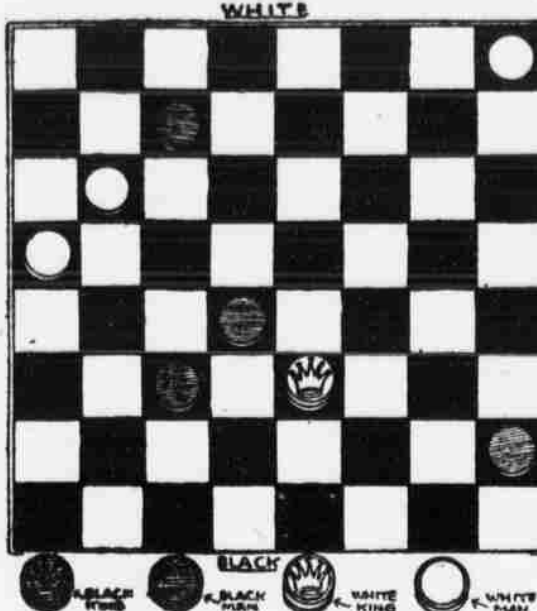
The problem is to get the dime from under the glass without lifting the glass. There must be a cloth cover on the table. Place your forefinger on the cover directly in front of the dime and gently pick at the table cover with your finger tip. The dime will answer you by slowly moving toward you. Half a minute's work and the dime is out and the puzzle solved.

Black to Move—and Win

Another Knotty Checker Problem by "Gentleman Jack" O'Brien

THIS is the fourth and last of the series of knotty checker problems given to Evening World Readers by Checker Wizard O'Brien. Note the apparent superiority in position and strength enjoyed by WHITE. But let BLACK have first move and WHITE thereafter cannot win—that is, if BLACK'S move is the right one. What this move should be and how it works out Mr. O'Brien will show us next Saturday. The solution to last Saturday's problem is illustrated at the bottom of this page to-day.

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Another Mind-Reading Trick.

A CURIOUS trick of alleged "mind reading" can be performed wherever and whenever two dice can be obtained.

Ask a spectator to throw the dice and to notice which spots are thrown—that is, which spots are uppermost. Ask him to double (mentally) the number of spots upon one of the dice. Then he is to add five, multiply the sum by five and add the number of spots upon the other dice. He is to tell you the result of his

calculations.

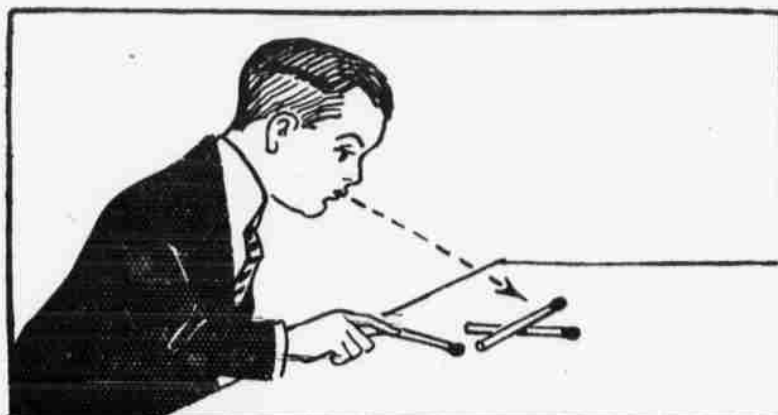
Immediately you will tell him the number of spots on each dice.

This is an unusually effective example of the class of arithmetical tricks that are known as "hidden number tricks" because two numbers are concerned and because the number the spectator gives the performer bears no apparent relation to the numbers thought of—the spots on the dice.

However, if you will subtract 25 from the number the spectator gives you, you will know the spots on the dice. The right digit in the remainder will be the number of spots on one of the dice and the left digit will be the number of spots on the other.

Try it and see. Then try to figure out why the trick always works.

The Magnetized Match.



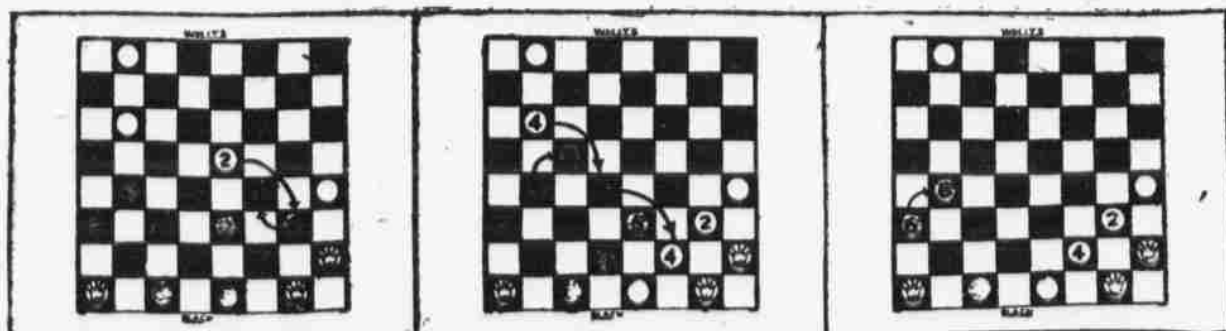
TWO matches are placed on the table in the form of a cross. The performer shows another match which he declares is a match magnet. Using it as he would if it really were a magnet and one of the matches a needle, he causes the matches to justify his trust in them. The upper match in the cross acts very much as if it were a bit of steel and the match the performer holds a real magnet. However, it is all just a trick and

the illustration may betray the method. The trick must be done very seriously, however, in order that everything may seem to be just what it is not.

While pretending to "attract" one end of the upper match with the one he holds in his hand, the performer gently blows against the other end. This causes the end nearest the match he holds to move toward it as if it were magnetized.

Practice it a little. You'll find that it is a trick well worth knowing.

ANSWER TO LAST SATURDAY'S CHECKER PROBLEM



1—BLACK No. 1 moves as shown, forcing WHITE No. 2 to jump.

2—BLACK No. 3 moves as shown, forcing double jump by WHITE No. 4.

3—BLACK No. 6 moves. All WHITES but one cannot move, and that one is trapped.